£1.15 • NO. 49 • 14TH APRIL 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT •

INSIDE -

SONIC DRIFT REVIEW!

SHINOBI!

TAILS!

sonic the comic

starring

SONIC THE HEDGEHOG™

YOU WILL BE HOOKED!

CAPTAIN PLUNDER & HIS SKY PIRATES!

9 770969 304020 49

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's that time of the year when a young hume's fancy turns to the U.K.'s official Sega comic. Quite right too. This issue sees that heroic hedgehog face some fast and furious action in the first part of **Count Down to Disaster.** The **Shinobi** secret is out in **Power of the Elements**! It's shake 'n' mac time for **Tails** ... And all is far from ship-shape with **Captain Plunder and His Sky Pirates.**

Question: What's 50, is covered in tattoos and has never looked better? No, not the humes-who-think-they're-in-charge (they're definitely not wearing as well!). Why it's your super, Sega-sational *STC* of course! Prepare for gold in a fortnight with our clucking good Easter issue, which also happens to be *STC*'s **50th Golden Edition**! Some things just get better with age!

Megadroid

SONY PYSGNOSIS COMPO RESULTS!

Mersey mania gripped the office as wannabe liverbirds sent in entries for the competition: **Win A VIP Day In Liverpool**, courtesy of world famous software house Sony Psygnosis (see issue 42). All you had to do was answer the following three questions:-

Q: Who does Flink have to tackle to save his land?
A: Wizard Wainwright.

Q: Psygnosis has produced many top-selling games over the years. Can you name them (any format)?.
A: Lemmings, Puggsy, Whiz 'n' Liz (to name but a few).

Q: Name the famous river that flows through Liverpool.
A: The Mersey.

The prize-winning entrants who gave the correct answers were plucked from a cobweb ladened pair of Kenny Dalglish's shorts (oh, ask your mum or your dad!).

THE WINNER:

B. Tucker, Reading, Berks.

- plus a friend/parent will be treated to an all expenses paid VIP Day at Sony Psygnosis headquarters in Liverpool! You'll get to see how games are made and you'll meet the makers of that great adventure game **Flink**. You'll also be given lunch, refreshments, a goody bag *and* a special copy of **Flink** for the Mega Drive. Congratulations!

2ND PRIZE WINNERS:
will each receive a copy of **Flink** for the Mega Drive.

G. Cocker, Filey, Scarborough.
J. Cooper, Hull, Humberside.
R. Greaterix, Macclesfield, Cheshire.
A. Green, Bury St. Edmunds.
S. Mealing, Warrington, Cheshire.

A LORRA LORRA RUNNERS-UP:
will each receive a full colour **Flink** poster.

Anon, Bury St. Edmunds.
A. Atkins, Gillingham, Kent.
G. Ayris, Kidlington, Oxon.
C. Bell, Newport, Wales.
D. Bennett, Stafford, Staffs.
O. Bilby, Paignton, Devon.
C. Boxall, Hastlemere, Surrey.
P. Brown, Stoke on Trent, Staffs.
G. Carmichael, Glasgow, Scotland.
H. Caffyn, Littlehampton, Sussex.
H. Dannatt, Mold, Wales.
L. Dickinson, Batley, W Yorks.
I. Divers, Glasgow, Scotland.
J. Dobinson, Kirkby, Liverpool.
R. Duckworth, Burnley, Lancs.
T. Ellis, Cirencester, Glos.
P. Faller, Haxby, Yorks.
J.P. Gill, Wallasey, Merseyside.
A. Glennan, Bradford, W Yorks.
C. Green, Bury St Ed., Suffolk.
S. Griggs-Trevarthen, Devon.
D. Guile, Leeds, W Yorks.
B. Halling, Putnoe, Bedford.
O. Harris, Wokingham, Berks.
J. Hicks, Braintree, Essex.
J. Holland, Burnley, Lancs.
I. House, Pontypool, Wales.
R. Irwin, Co. Limerick, Ireland.
C. Jones, Formby, Merseyside.
J. Kelly, Beckenham, Kent.
J. King, Binley Woods, Coventry.
D. Law, Holt Heath, Worcs.
D. Longley, Doncaster, S Yorks.
D. Lyons, Aylesbury, Bucks.
P. Mangon, Dublin, Ireland.
A. Mather, Stoughton, Leics.
J. Payne, Eastbourne, E Sussex.
D. Potter, Littleover, Derby.
I. Petch, Driffield, York.
A. Scorney, Leyland, Preston.
D. Sigley, Crewe, Cheshire.
A. Sim, Aberdeen, Scotland.
R. Skuse, Hartcliffe, Bristol.
D. Smart, Douglas, Isle of Man.
J. Speak, Drighlington, Nr Bradford.
J. Stokes, Eirth, Kent.
L. Sullivan, Batley, W Yorks.
A. Wilson, Nuneaton, Warks.
C. White, Aberdeen, Scotland.
T. Woods, Totnes, Devon.

Congratulations and watch out for further megatastic competitions in future issues of *STC*.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA SOCCER '95
2	—	MICRO MACHINES 2
3	—	THE LION KING
4	RE	SONIC & KNUCKLES
5	▼	PGA TOUR GOLF 3
6	▼	CANNON FODDER
7	RE	URBAN STRIKE
8	—	ETERNAL CHAMPIONS
9	RE	MICRO MACHINES
10	▼	JIMMY WHITE'S WHIRLWIND SNOOKER

MEGA-CD

1	new	SPIDER-MAN V KINGPIN
2	▼	FIFA INTERNATIONAL SOCCER
3	▼	WWF RAGE IN THE CAGE
4	RE	SONIC CD
5	▲	REBEL ASSAULT
6	▼	NOVA STORM
7	▼	ECCO THE DOLPHIN
8	RE	PRINCE OF PERSIA
9	new	SNATCHER
10	▼	THUNDERHAWK

MASTER SYSTEM

1	▲	DONALD DUCK
2	—	SONIC CHAOS
3	▲	DESERT SPEED TRAP
4	▼	ROBOCOP V TERMINATOR
5	▲	DESERT STRIKE
6	▼	SONIC THE HEDGEHOG 2
7	▲	THE LION KING
8	▼	JUNGLE BOOK
9	RE	PGA TOUR GOLF
10	—	COOL SPOT

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	▲	SONIC CHAOS
3	—	THE LION KING
4	new	JAMES POND 2 - ROBOCOD
5	▼	SUPER OFF ROAD
6	—	WORLD CLASS LEADERBOARD
7	▼	TAZ-MANIA
8	RE	BATMAN RETURNS
9	new	MORTAL KOMBAT 2
10	RE	POWER RANGERS

● **Managing Editor:** Richard Burton
● **Editor:** Deborah Tate
● **Designer:** Gary Knight
● **Assistant Editor:** Audrey Wong
● **Cover:** Nigel Kitching
● **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344-6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1995. Copyright © Sega Enterprises Ltd, licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited.

Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 081 685 2034 (Customer Services). Production: Sarah Colley. Advertising: Tom Glenister, Tel: 071 344-6410. ISSN 0969 3041.

HIGH ABOVE PLANET MOBIUS ON THE **FLOATING ISLAND**, DOCTOR ROBOTNIK IS GETTING OVER-EXCITED.

FINALLY, THE **GLORIOUS MOMENT** HAS COME!

AT LAST THE REPAIRS TO MY ALL-POWERFUL **DEATH EGG** ARE COMPLETE!

WE REQUIRE ONLY ONE MORE THING, GREAT ROBOTNIK! A SOURCE OF **INFINITE ENERGY** TO POWER THE DEATH EGG!

YES... THE MASTER EMERALD!

THE TIME HAS COME, MY BADNIK ... BRING ME THE MASTER EMERALD! AND IF KNUCKLES SHOULD GET IN YOUR WAY ... **DESTROY HIM!**

I OBEY.

BELOW THE SURFACE OF THE FLOATING ISLAND...

SEE, SONIC? I **TOLD** YOU I KNEW MY WAY AROUND THESE TUNNELS!

THAT'S WHAT YOU SAID WHEN YOU LED US DOWN THE **LAST** DEAD END...

I WAS **RIGHT!** THIS **LIVE VOLCANO** IS RIGHT IN THE MIDDLE OF THE LAUNCH BASE ZONE.

WE MUST BE REALLY CLOSE TO THE DEATH EGG HERE!

CLOSER THAN YOU THINK, BUDDY...

SONIC THE HEDGEHOG™

Count Down to Disaster PART 1

Script:
NIGEL KITCHING
Art:
RICHARD ELSON
Lettering:
ELLIE De' VILLE

HE WILL *PAY* FOR THIS VILE DEED!

COOL IT, RED. LOOK ... THERE'S SOMETHING COMING OUT OF THE DEATH EGG!

BADNIKS!

BUT NOT JUST ORDINARY BADNIKS, YOU *SIMPLETON!*

THAT'S *ROBOTNIK'S* VOICE!

FWWWZZAP

HOW *PERCEPTIVE* OF YOU, KNUCKLES! THE EYES IN THESE BADNIKS ARE ALSO CAMERAS ... BACK IN MY CONTROL ROOM I CAN SEE EVERYTHING!

AND THE NEXT THING I'M GOING TO SEE IS YOUR *DESTRUCTION!*

SHKOOM!

KKRAKK!

SONIC, HOLD IT! THERE'S NO TIME TO SMASH ALL THE BADNIKS SEPARATELY!

I'VE GOT A *FASTER* WAY!

FASTER THAN *ME!* DREAM ON, BUDDY!

WATCH AND LEARN, BIG MOUTH!

IT'D BE A SHAME TO WASTE ALL THIS BOILING HOT LAVA ...

KKRAKK!

HEY, THE DEATH EGG IS IN THE OTHER DIRECTION ... WHAT'S THE MATTER, *SCARED?*

NO ... BUT I'VE JUST HAD A *NASTY* THOUGHT! FOLLOW ME!

KNUCKLES, WHERE ARE WE?

THIS IS THE *HIDDEN PALACE*... IN ANCIENT TIMES THE ROYAL FAMILY RULED THE FLOATING ISLAND FROM HERE.

AND I DON'T SUPPOSE THAT DOOR IS MEANT TO LOOK LIKE THAT, IS IT?

WHAT DO YOU KEEP IN THERE ANYWAY?

I'M AFRAID THIS IS THE *EMERALD CHAMBER*, SONIC...

THE MASTER EMERALD... *IT'S GONE!*

LET'S HEAR IT FOR KNUCKLES, FEARLESS *GUARDIAN* OF THE CHAOS EMERALDS! HEY BUDDY, *LOSING* THESE THINGS IS GETTING TO BE A *HABIT!*

YOU DON'T *UNDERSTAND!* WITHOUT THE MASTER EMERALD THE FLOATING ISLAND WILL *CRASH* BACK DOWN TO MOBIUS IN A FEW HOURS!

DON'T SWEAT IT, I'LL THINK OF SOMETHING! I USUALLY DO!

THESE CHAOS EMERALDS HAVE SURE GOT *BIG!*

THIS IS HOW THEY'RE MEANT TO LOOK. WHEN YOU HAD THEM, THEY HAD BECOME DRAINED OF MOST OF THEIR POWER!

OKAY, KNUCKLES... IT LOOKS LIKE ROBOTNIK HAS THE MASTER EMERALD NOW. BUT WHAT DOES HE *NEED* IT FOR?

MEANWHILE IN THE DEATH EGG CONTROL ROOM, DOCTOR ROBOTNIK IS MORE EXCITED THAN EVER.

NOTHING CAN GO WRONG THIS TIME! ONCE THE MASTER EMERALD IS INSTALLED, MY DEATH EGG WILL BE UNSTOPPABLE! UNSTOPPABLE!

I'LL MAKE THOSE EMERALD HILL FOLK SUFFER LIKE NEVER BEFORE! I'LL GRIND SONIC INTO...

BUT MASTER, THE EMERALD HAS NOT YET ARRIVED!

A MINOR DETAIL, YOU FOOL!

EVEN IF SONIC STOPS MY BADNIK BEFORE HE TAKES THE EMERALD, IT WILL MAKE NO DIFFERENCE...

BECAUSE HE'LL FIND HIMSELF FACING THE ONE BADNIK HE CAN NEVER HOPE TO BEAT!

HA HA HA HA HA

MEANWHILE...

HEY! I THOUGHT I SAW A **GLOW** OVER IN THAT CORNER...

I SEE IT TOO, WHAT...

NO... **NO!** IT **CAN'T** BE...

IT'S HIM, **METALLIX - THE METAL SONIC!**

NEXT ISSUE: **HEAVY METAL!**

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer, David Gibbon & Nick Protz

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

ASTERIX AND THE POWER OF THE GODS

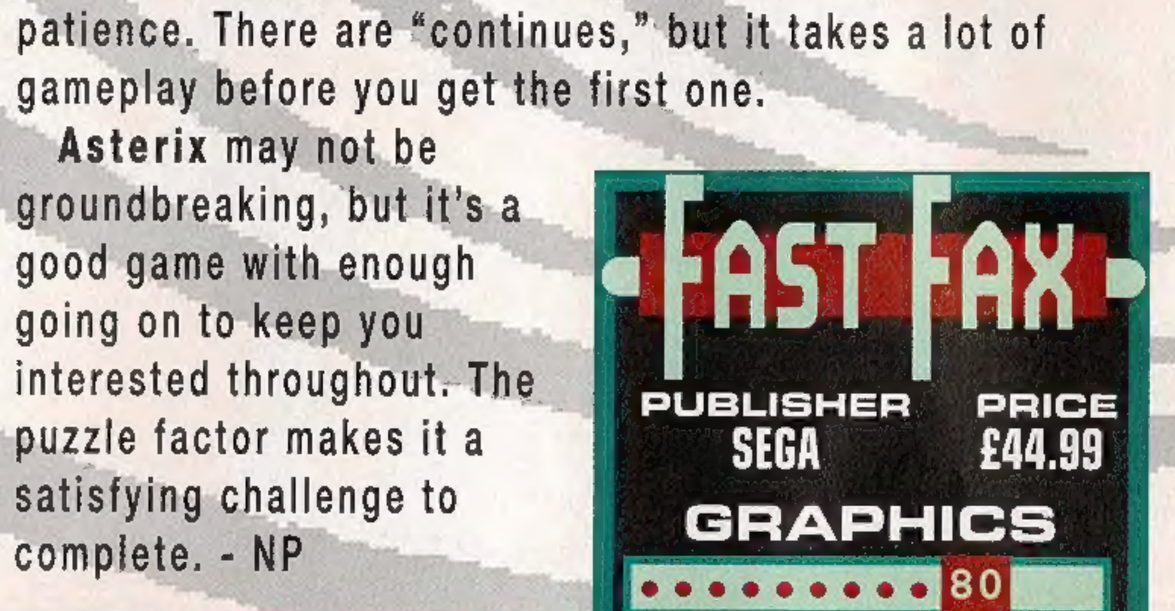
game type: PLATFORM/ACTION/ADVENTURE
1-2 PLAYERS

MD
Mega Drive

A Roman spy working for Caesar has stolen the coveted shield of Vercingetorix from Asterix's village. Caesar's keen to display the shield at the Festival of the Gods to show off his immense power. Your mission as Asterix or Obelix (or both) is to chart a course through 20 levels of ancient antics, beat up on the bad old Romans and recover the shield.

Asterix is not your standard platform game. Thanks to the action/adventure format you have to gather items and information along the way. Doing this allows you access to more of the game. Finding such things as a Roman disguise and various magic potions will help you journey to Germany, India, Egypt and beyond.

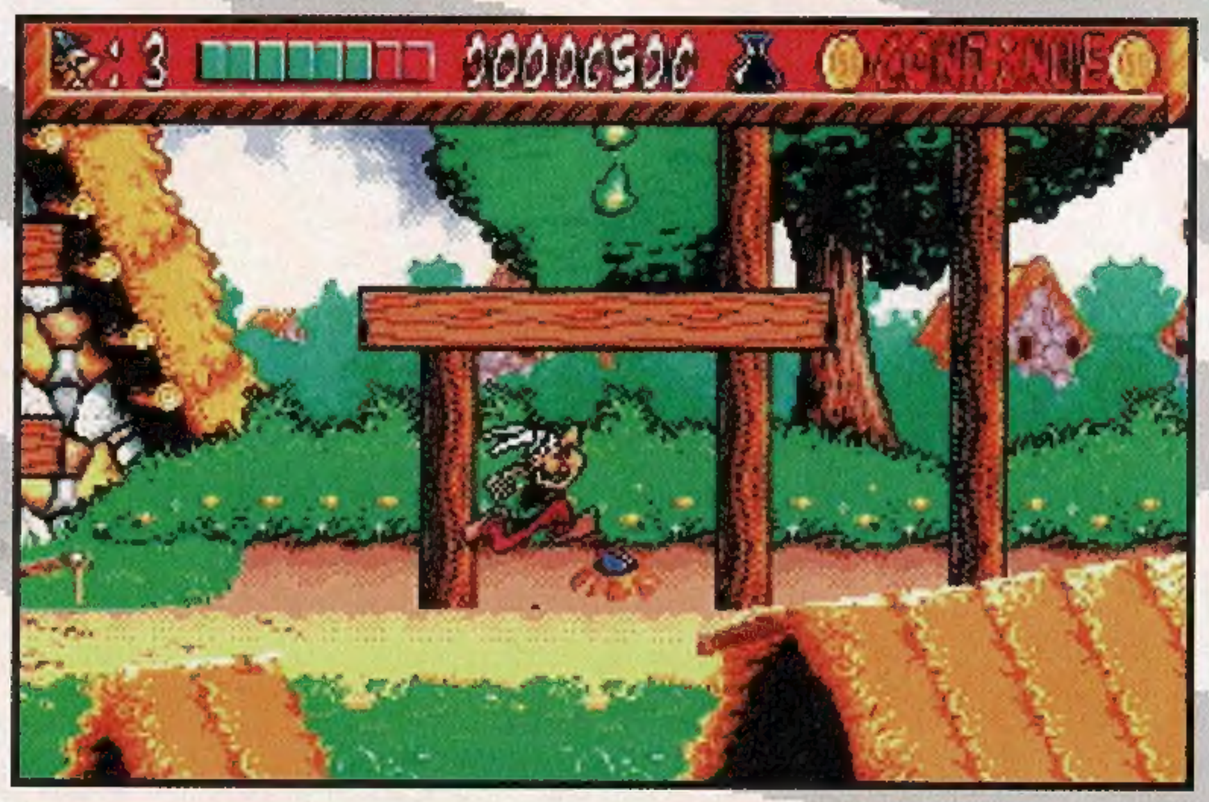
While not brilliant, the graphics are bright and colourful and the characters look true to their comic strip origins. The method of control is very straightforward... buttons for punch, jump and a burst of speed (which allows you to concentrate on the business at hand). There



are nice touches, such as the dog that follows Obelix around, the magic carpet ride and a good puzzle element, not to mention a really excellent soundtrack.

Once you have your bearings, you can roam around the game or return to early levels to stock up on lives. Doing the latter is essential on levels such as the Pirate Ship or Raja's Temple which can take many lives and much patience. There are "continues," but it takes a lot of gameplay before you get the first one.

Asterix may not be groundbreaking, but it's a good game with enough going on to keep you interested throughout. The puzzle factor makes it a satisfying challenge to complete. - NP



FAST FAX

PUBLISHER	PRICE
SEGA	£44.99

GRAPHICS 80
SOUND 84
PLAYABILITY 84

RAVES: Keeps you interested.
GRAVES: Room for improvement.

OVERALL 83%

MEGA SWIV

Mega Drive

game type: SHOOT 'EM-UP
1-2 PLAYERS

Swiv was originally a big hit on the Amiga and was later converted to the SNES. Now Time Warner have released an enhanced Mega Drive version which includes a brand new level.

The story takes place in the mid-Atlantic where a strange underground race has created a mighty military force. As you may have guessed, it's your job to save the world and sort those bullies out!

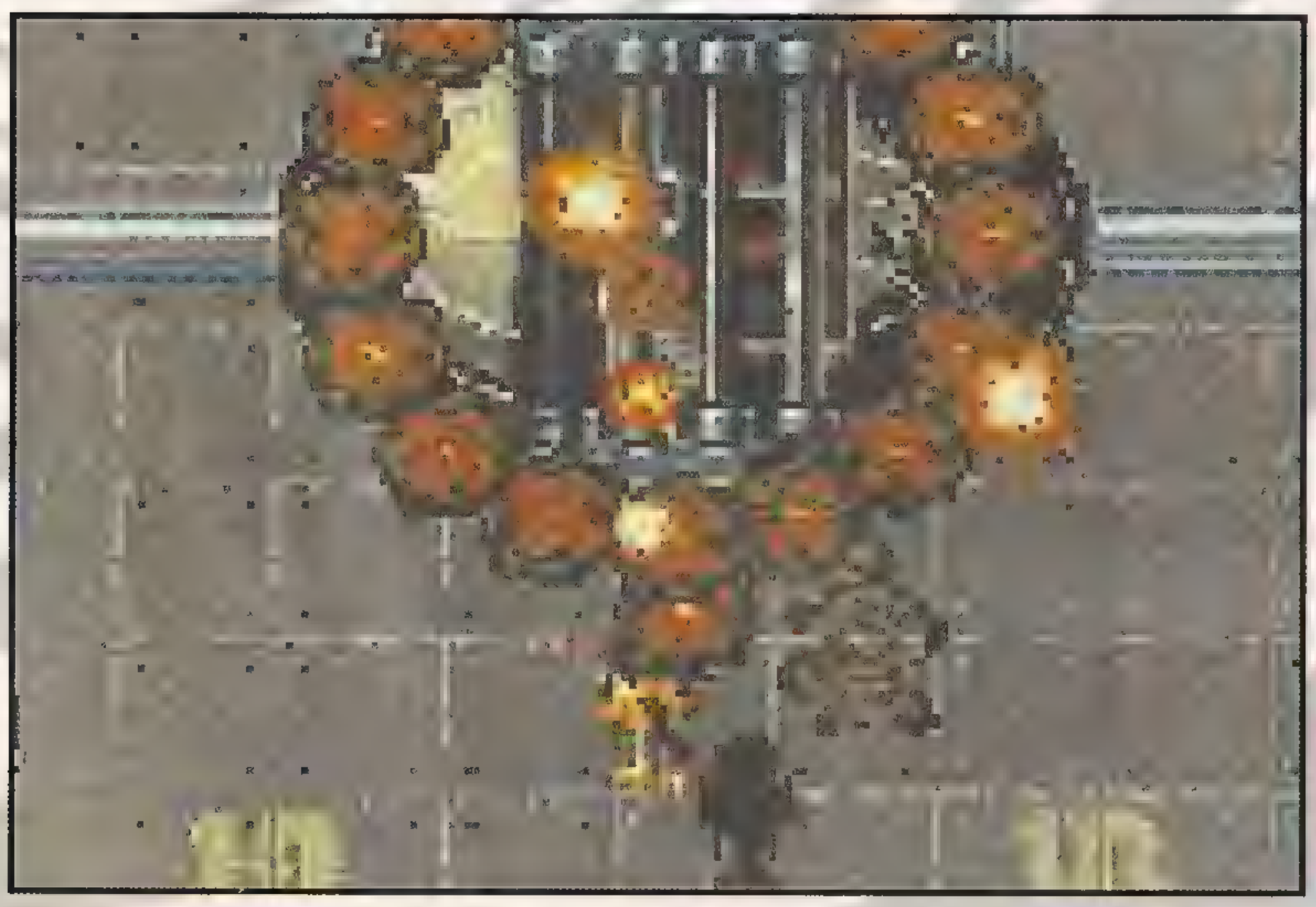
The game starts by asking you to choose between a Helicopter or a Jeep. Both have advantages and disadvantages; the Helicopter moves around the levels more easily; while the Jeep needs to be driven around each obstacle on the ground. However, with the Jeep you can fire in any direction - unlike the chopper.

Mega Swiv is a vertical scrolling shoot 'em-up with fast and furious gameplay (watch those fingers!). Played over seven large and varied levels, each one features an amazing array of weaponry and hazards together with many helpful collectibles including Special Weapons capable of inflicting serious damage to the larger end-of-level baddies!

All your vehicle weapons are graded in power. Both the Jeep and helicopter start off with a low power Plasma, Flame and Bullets, but these can be improved during play to make them powerful enough to blow away the opposition no problem. As you progress through the levels, you get to pick up the more powerful Laser and Ionic weapons. The latter is capable of destroying everything on-screen with just one hit!

Each feature-packed level includes awesome on-screen animation and everything from speeding trains waiting to be blown-away, to fighter jets roaring across the screen! During a two-player game, both players must help each other, which can be more of a hindrance. Your vehicle even automatically changes to suit the terrain e.g. in level four, the Jeep becomes a high-powered speedboat as it races across a river-bed to reach a dam.

Definitely in the running for best shoot 'em-up this year, **Mega Swiv** has stacks of baddies, brilliant gameplay, loads of animation and some decent soundtracks. Gee Swiv, it's Mega! - DG



FAST FAX

PUBLISHER: TIME WARNER
PRICE: £44.99

GRAPHICS 90
SOUND 87
PLAYABILITY 93

RAVES: Brilliant fast and furious gameplay!
GRAVES: Slightly difficult in places

OVERALL 92%

SONIC DRIFT

GG Game Gear

game type: RACING
1 PLAYER

Sonic Drift is a fast-moving racing game with the usual options of tournament play or time trials on an empty track. It also has a versus mode which allows you take on your friends through a Game Gear link-up.

In common with most Game Gear carts the graphics are bright and colourful and the images fairly well defined. Although there is a tendency for the smaller items on the screen, such as rings and various power-ups, to blend in with the background making it a bit confusing. All of Sonic's usual friends and foes are at hand, including Knuckles, Tails and Doctor Robotnik himself.

The game itself is pretty old hat. The behind-the-car perspective with a flat view of the track ahead constantly leads to over-steering on corners. It also means that you can't move out of the path of challengers coming from behind. Whilst racing you have no time to look up at the available map for fear of missing the next bend and the corner markers come up too late to be of much use. Be warned, only practice will stop you from plummeting off the side of the raised tracks!

On a more positive note, the game moves along at a cracking pace and there's a good range of courses to choose from. Whether you're just practising or going in for a Grand Prix, your enemies will hit you with everything they've got to steer you off course. Just remember to collect those rings to keep your speed up.

Sonic Drift is a game that works perfectly well on the small screen, partly due to the fact that the perspective is so flat. If you are a Sonic fan and you want to race without the hassle of changing gears, this is the racer for you. If not, this probably won't hold your attention for long. - JF

FAST FAX

PUBLISHER SEGA
PRICE TBA

GRAPHICS 65

SOUND 70

PLAYABILITY 65

RAVES: A race with cracking pace.

GRAVES: View point too flat.

OVERALL 67%

JOE MUSASHI, THE **SHINOBI**, HAS ESCAPED THE INFAMOUS JAPANESE MAFIA, THE **YAKUZA**, ONLY TO FALL INTO THE HANDS OF THE **ROOFWORLDERS**, THE DESTITUTE WHO LIVE ON THE ROOFTOPS OF TOKYO...

WHO... ARE YOU?

I AM **KOTOMI-SENSEI**. AND THESE ARE MY FOLLOWERS, A FEW HOMELESS POOR PEOPLE. WE LIVE ON THE ROOFTOPS TO BE SAFE FROM THE JACKALS WHO PREY ON THE WEAK DOWN THERE IN THE STREETS.

Shinobi

Power Of The Elements Part 3

YOU ARE NOT SIMPLE VAGABONDS. HOW DID YOUR PEOPLE MANAGE TO GET CLOSE ENOUGH TO ATTACK ME?

I HAVE TAUGHT THEM HOW.

COME... JOIN US FOR SOME FOOD.

YOU'LL BE QUITE SAFE WITH US... FOR A TIME.

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

元生堂

QUITE A SET-UP YOU HAVE HERE, KOTOMI-SENSEI.

WE KNOW HOW TO TAKE CARE OF OUR OWN

FIRST WE WILL EAT, AND I WILL TELL YOU A LITTLE ABOUT US

EAT WELL, HONOURED GUEST

THANK YOU

I HAVE LIVED ON THE ROOFTOPS ALL MY LIFE. I FOUND THESE HAPLESS SOULS LIVING ON THE STREETS IN FEAR. I BROUGHT THEM UP HERE

BUT EVEN HERE, THERE ARE DANGERS. SO ALL MY PEOPLE HAVE THE SKILLS TO MOVE SILENTLY. . .

. . .AND **DEFEND** THEMSELVES IF NEED BE.

BUT YOU — YOU ARE **SHINOBI**. WHY DO **YOU** COME HERE?

I'D HEARD **THE FOUR ELEMENTS** HAD LEFT THE **NEO ZEED** TO JOIN THE YAKUZA. I KNEW THEY'D BE EASIER TO DEFEAT WITHOUT THEIR NEO ZEED ALLIES.

THE YAKUZA — THAT'S **BAD** THEY WILL CERTAINLY COME HERE, NOW

MY APOLOGIES FOR ENDANGERING YOUR PEOPLE. I WILL LEAVE NOW.

PLEASE STAY. IF THE YAKUZA FIND US AND NOT YOU, THEY WILL TRY TO SLAUGHTER MY PEOPLE ANYWAY. MANY WILL BE HURT.

YOUR SKILLS WILL HELP US DEFEAT THEM.

BUNZO! KINPACHI!

HAI, SENSEI!

POST SENTINELS AT THE OUTER BOUNDARIES. YAKUZA NINJA ARE TRYING TO HARM OUR GUEST.

DID YOUR OWN SENSEI TELL YOU ABOUT CARRYING THE FIGHT TO THE ENEMY?

YES, SENSEI-SAN. IT IS A WISE STRATEGY.

THEN I LEAVE YOU TO REMOVE YOUR DISGUISE AND PREPARE YOUSELF FOR THE UPCOMING BATTLE

FASTER. HE CAN ONLY BE A FEW MINUTES AHEAD OF US

HOOOOOT!

WHAT WAS THAT?

JUST AN OWL... PERHAPS!

HOOOOOT!

THERE IT IS AGAIN!

UNGHH! UNGHH!

HERE THEY COME. KINPACHI — ALERT OUR GUEST.

ALREADY? THESE YAKUZA MOVE FAST.

LEAD ON, KINPACHI-SAN.

WAIT! I HAVE A BAD FEELING ABOUT THIS.

MORE OF YOUR NINJA SUPERSTITIONS, WOMAN?

SAVE YOUR BREATH FOR FIGHTING, FOOL...

WE ARE ATTACKED!

NEXT ISSUE: WAR ON ROOFWORLD!

Graphic Zone

Sonic and Tails and Rock 'n' Roll is all a Boomer needs! Quite! At least that goes for these happening humes. Each Boomer will receive an original STC badge. Rock on!

↑ Chloe Hilton, Bickbury, Shropshire. MD owner. Sonic Badge Winner.

↑ Adam Goodall, Dormanstand, Surrey. MD/MCD owner. Sonic Badge Winner.

← Andrew [illegible], Stoke, Coventry. Sonic Badge Winner.

Daniel Fishwick, Barrow-in-Furness, Cumbria. GC owner.
Sonic Badge Winner.

Tails - The King of Rock and Roll?

Pretty in Pink!

Mal Mason, St. Albans, Herts.
Sonic Badge Winner.

He ain't nothin' but a Hedgehog!

Nadjad Dipa, Wigginton, York. MS owner.
Sonic Badge Winner.

To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:

- Draw in paint or felt tip pen on plain white paper, avoid lined paper and pencils or crayons as they don't show up as well when printed.

- Be original and don't copy pictures from the comic – come up with your own ideas.

- Include your name and address, preferably written in capital letters on the back of the page.

Out of the sea and
into your heart.

Andre®

BASED ON A TRUE STORY

FUN FOR ALL THE FAMILY!

AT CINEMAS EVERYWHERE FROM FRIDAY FEB. 17

(CHECK LOCAL PRESS FOR DETAILS)

Tails in ZONERUNNER & THE BIG FREEZE PART 2

Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

TAILS, A.K.A. THE ZONERUNNER,* HAS JUST ARRIVED AT FLOCK HEADQUARTERS, IN THE CHEMICAL PLANT ZONE, ONLY TO DISCOVER THAT IT'S BEEN BOMBED.

YOU BOMBED THE FLOCK, SOL?

ME? GIVE ME A BREAK, ZONE-RUNNER.

THAT CRAZY ROBOT *NUTZAN BOLT* KILLED THEM ALL. NOW HE'S TEARING THE ZONE APART LOOKING FOR *YOU!*

*ONE WHO RUNS THE ZONES FIGHTING ROBOTNIK.–MD.

HE DOESN'T CARE ABOUT ANYTHING ELSE. ALL THE CHEMICAL PLANT SYSTEMS HAVE BROKEN DOWN.

DIDN'T YOU SEE THE CHEMICAL SNOW ON YOUR WAY IN?*

*–LAST ISSUE.–MD.

BUT YOU WORKED FOR NUTZAN BOLT. *YOU* ATTACKED THE FLOCK.*

*SEE 'ZONERUNNER AND THE FLOCK', STC 35-38.–MD.

I DON'T WORK FOR THAT CRAZY TIN TYRANT ANYMORE.

WE'VE GOT TO GET AWAY FROM HERE. COME WITH ME, *ZONERUNNER.*

ER... MY NAME'S *TAILS*. WHERE ARE WE GOING?

PUT THESE SHADES ON. YOU'RE NOT VERY POPULAR ROUND HERE.

WANTED FOR CRIMES AGAINST THE ZONE

BUT I HAVEN'T BEEN DOWN HERE BEFORE!

COULDN'T WE GO AND GET SONIC FIRST? I'D FEEL MUCH SAFER WITH HIM HERE

FURTHER UNDERGROUND TO THE LOWEST LEVELS NOW THE SURFACE IS UNINHABITABLE THERE'S A CITY DOWN THERE IN *THE RUNS*.

TURN UP YOUR COLLAR. YOU DON'T WANT TO BE RECOGNISED, BELIEVE ME.

I CAN'T SEE ANYTHING WITH THESE ON.

WHO DO YOU THINK IT IS? NUTZAN BOLT PUT THEM UP.

WANTED

IS THAT ME ON THE POSTER?

YOU'RE THE *ZONERUNNER*. YOU'RE THE REASON NUTZAN BOLT DESTROYED OUR HOMES

GET HIM!

BUT IT WASN'T . I DIDN'T... I MEAN . OH GOSH

RUN!

ZONERUNNER!
STOP!
NOT FAR NOW. JUST ROUND THE NEXT CORNER.
SCRAG HIM!
WRECKER!
GET HIM!
THEY WON'T FIND US DOWN HERE.
WHY ARE YOU HELPING ME?
I USED TO LEAD *THE FLOCK* WITH SAB. WE WERE FIGHTING ROBOTNIK TOGETHER...
"WHEN NUTZAN BOLT TOOK CHARGE OF THE CHEMICAL PLANT ZONE I THOUGHT I COULD WORK WITH HIM AND CHANGE THINGS FOR THE BETTER–"
TOGETHER WE CAN BUILD A BETTER CHEMICAL PLANT, MY BOY.
"SAB THOUGHT I WAS A FOOL. SHE WANTED TO CARRY ON FIGHTING. I LEFT THE FLOCK TO WORK WITH NUTZAN BOLT."
DON'T LEAVE ME, SOL. NUTZAN WILL DESTROY YOU.
BUT IT'S THE ONLY REAL CHANCE WE HAVE SAB. CAN'T YOU UNDERSTAND THAT?
"BUT THINGS DIDN'T TURN OUT LIKE I EXPECTED. I ENDED UP FIGHTING SAB AND NUTZAN BOLT TURNED OUT TO BE A HOMICIDAL MANIAC."
NOW FOR THE *NECK-SAWS!* HA HA HA!

I WAS IMPRISONED BY THE FLOCK, BUT WHEN NUTZAN STARTED TO RIP THE ZONE APART I ESCAPED-

"I WAS GOING TO REJOIN THE FLOCK..."

KERBOOM!

ARRGH!

THE FLOCK HEADQUARTERS

"BUT I WAS TOO LATE. THE EXPLOSION KILLED THEM ALL AND I WAS KNOCKED OUT."

THE REPORTS OF *MY DEATH* ARE GREATLY EXAGGERATED!

BWWAMM!

SAB! YOU'RE ALIVE!

NICE SHADES, ZONERUNNER. GLAD YOU COULD JOIN THE PARTY, I'M RELYING ON YOU TO TAKE OUT NUTZAN BOLT BEFORE HE DOES ANY MORE DAMAGE.

SAB, HOW'D YOU ESCAPE?

MAYBE WE COULD TALK ABOUT THIS?

I THOUGHT YOU WERE DEAD ALREADY, SOL. GIVE ME A GOOD REASON WHY I SHOULDN'T MAKE SURE YOU *ARE* THIS TIME!

NEXT ISSUE: TAILS VERSUS NUTZAN BOLT

NOW THEY'RE COMING ROUND TO YOUR PLACE.

X-MEN®

Followers of Magneto, leader of evil mutants, beware. Wolverine and the other X-men have arrived.

And they have brought the awesome Blackbird Jet with them.

In the "air" it fires missiles. On the ground it transforms into 3 attack modules – a land vehicle, a command centre with defensive capabilities and a glider with working ejector seat. It's the ultimate weapon for the ultimate battle. You have been warned.

MARVEL COMICS

A full range of X-Men figures and playsets are also available, call Tyco Toys on 0800 585108. TM and © Marvel Entertainment Group Inc. All rights reserved.

Q Zone

How many cheats does it take to complete a game? Not enough, it seems!

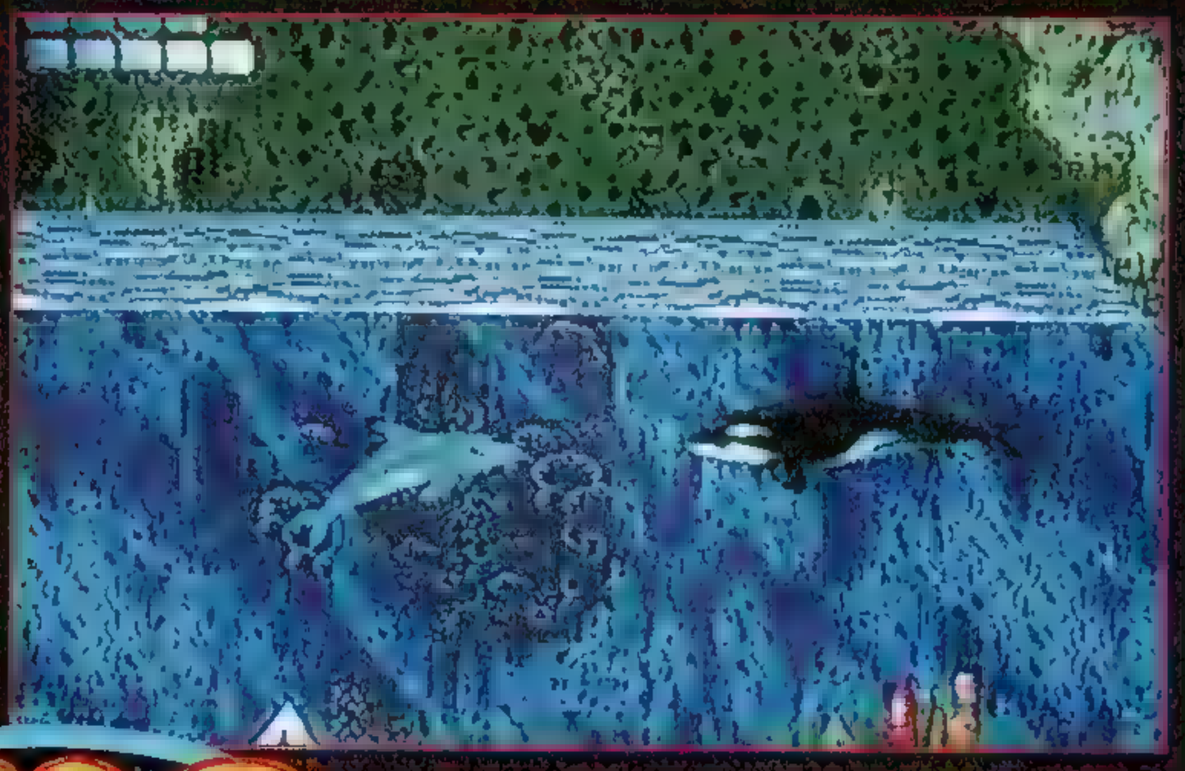
STC's own Game Guru, David Gibbon has delved once again into his bulging mailbag to help Boomers crack their fave games!

ALADDIN

This was considered to be Walt Disney's most successful animated feature film ever, until *The Lion King* came along, which proved a roaring success! Nevertheless, just for all you handheld users, here's a superb **Aladdin** cheat that will make you almost invincible:-

Go to the password screen and enter the code AIQY. When you start the game, the only things that can harm you are the guards and falling down holes, but apart from that, feel free to walk into anything!

ECCO THE DOLPHIN

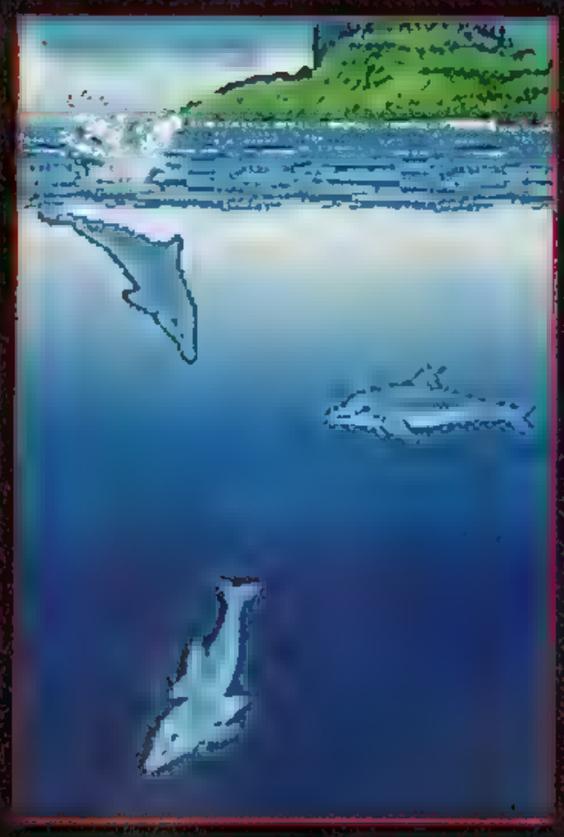


Tips Cheats

A game that was praised for its originality and excellent graphics became a big hit on the Mega Drive. This Mega-CD version is even better with whopping great levels and many top CD quality soundtracks. If this game seemed rather fishy to you, then with these brill codes it won't any more!

LEVEL	CODE
2	vkqiduaa
3	irtcphhx
4	ccxewbmo
5	mzcqwbmm
6	hgvmrqls
7	vncjrqll
8	okkfrqlf
9	iiiixxxx
10	cixioqie

For Infinite Air, enter: sharkfin.



FIFA '95

The most acclaimed football game on the Mega Drive has just got bigger and better in the form of **FIFA '95**. Top marks to Electronic Arts for their winning efforts. Listed below is an array of cheats just waiting to be netted!

Firstly, go to the Main Options screen and choose which of the following cheats you would like, then press the relevant joypad buttons:-

JOYPAD BUTTONS	CHEAT
B, A, B, B, B, B, B, B, B, B	SUPER POWER
A, A, A, A, A, B, B, B, B, B	SUPER GOALIE
B, B, B, B, B, C, C	SUPER DEFENCE
A, A, A, A, A, B, A	SUPER OFFENCE
C, A, B, C, C, B, A, C	CRAZY BALL
B, A, C, B, C, C	SUPER CURVE BALL
C, C, C, B, A, A, B	INVISIBLE WALLS
A, B, A, C, A, B	SHOOT-OUT MODE
A, A, B, B, C, C, A, A	DREAM TEAM

Once you've made your selection, start the game as usual and from the Control Menu, press A. Now, get those cheats working!

JUNGLE BOOK

MD

STC 41 and 42's *Q Zone* featured the complete solution to this fab Mega Drive game, but in case there are some Boomers still having trouble getting to the end, here's a mass of cheats to help you out:-

LEVEL SELECT - Switch on and wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right, then Start. A level select screen should now appear.

Now, start the game as normal, press Start to pause it, then press any of the following combinations:-

SKIP TO SHERE KHAN - A, C, A, C, A, C, A, C, B, B, B, B.

TEN SECONDS
TO COMPLETE CURRENT LEVEL - A, B, B, A, A, B, B, A.

RESET HEALTH AND WEAPONS - Up, Up, Down, Left, Right, Left, Right, B, A.

SKIP TO KAA'S LEVEL - C, A, A, B, C, A, A.

SKIP TO BALOO'S LEVEL - B, A, Left, Up, Up.

CHANGE SCREEN COLOUR - A, B, B, A, C, A, B, B.

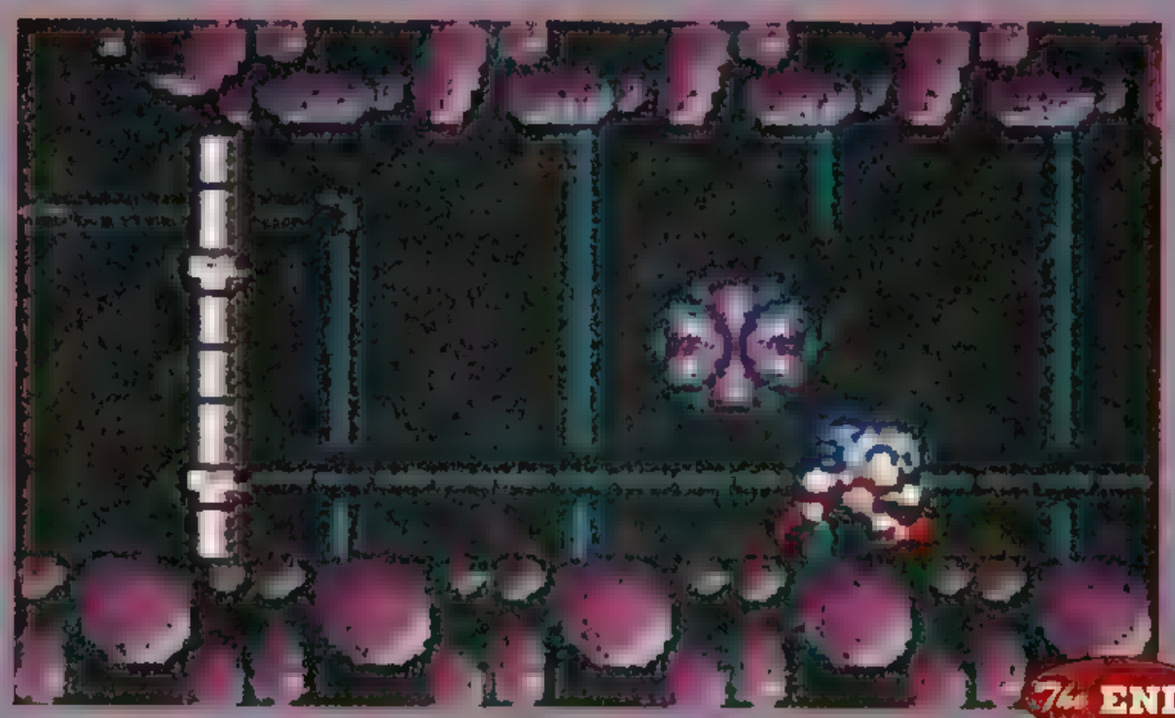
UPSIDE DOWN MODE - Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down.

SONIC SPINBALL

MD

At last! A cheat for the most requested game in the *Q Zone* mail bag. Boomers can at last sleep tight as *STC* reveals the ultimate cheat which enables you to reach every level of **Sonic Spinball.**

Go to the Options Screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. On the title screen hold down A and press Start to reach level two, B and Start to reach level three, and C and Start to reach level four.



DANGER!
DERANGED DICTATOR AT WORK!
STC ISSUES ROBOT-NICKED!
LATEST DIABOLICAL PLAN FROM DOCTOR ROBOTNIK MEANS SOME BOOMERS ARE FINDING COPIES OF STC HARD TO FIND
BEAT ROBOTNIK - TAKE OUT A SUBSCRIPTION TO:- SONIC THE COMIC NOW!
SONIC IS COOL!
Sonic the comic

AN *STC* SUBSCRIPTION IS GUARANTEED FREE OF ROBOTNIK'S MEDDLING WAYS!

One-year U.K. Sub: £31.40 ❑ ***Six-month U.K. Sub: £16.00*** ❑

I enclose a cheque/postal order for £..... made payable to ***FLEETWAY EDITIONS LTD****. All cheques/postal orders must be in pounds sterling*

NAME .....

ADDRESS .....

.....

.....

.....

POSTCODE .....

Orders and payments to: *SONIC THE COMIC, Subs Dept., Aim Ltd., PO Box 10, Pallion Industrial Estate, Sunderland SR4 6SN*

Telephone Credit Card orders
(Access/Visa only) on (091) 510 0201

CARD NO | | | | | | | | |

EXPIRY DATE | | |

SIGNED .....
Amount to be debited £.....
Access/Visa cards only

STC DELIVERED TO YOUR DOOR AT SUPER SONIC SPEED!

If you have any subscription queries, please contact Aim on 091 510 2290.

Script & Art:
NIGEL KITCHING
Lettering:
ELITTA FELL

CAPTAIN Plunder & HIS SKY PIRATES!

PART 3

WHICH ONE WAS PLUNDER AGAIN?
HE WAS THE CAPTAIN, YOU IDIOT!
THAT'S THE LAST OF THE GUARDS... IT LOOKS LIKE WE DIDN'T NEED THE WHOLE CREW AFTER ALL.

MEANWHILE, IN THE HIGHVIEW DUNGEONS...

RIGHT, THAT TAKES CARE OF THE *CHAINS*! NOW, LET'S BE GETTING A MOVE ON...

WHAT BE YOUR NAME ANYWAY, LAD?

SIMPSON THE CAT – AT YOUR SERVICE!

NOW LOOK 'ERE! 'EE SPOKE OF A *SECRET TUNNEL* THAT WOULD GET US OUT OF THIS 'ERE DUNGEON!

OH, YES, ABSOLUTELY! THERE'S A SECRET TUNNEL ALL RIGHT!

IT'S IN THAT *WALL* OVER THERE!

THE ONE WE CAN'T GET TO BECAUSE OF ALL THESE *BARS* AND SUCH?

SO *NOW* WHAT ARE WE GONNA DO, YA FLEA-BITTEN, SCUM-SUCKING, CENSORED* MOGGY?

WELL, I'M NOT *ENTIRELY* SURE...

*I'M NOT HAVING LANGUAGE LIKE THAT IN **THIS** COMIC - MEGADROID.

HMMM...

?!

?

K-CHAKK!

THERE BE SOMETHING NOT QUITE *RIGHT* ABOUT YOU SIMPSON, DO 'EE KNOW THAT?

SHALL WE GO?

NOW JUST 'EE LISTEN TO ME FOR A MINUTE!

THIS AIN'T HOW CAPTAIN PLUNDER IS *SUPPOSED* TO ESCAPE FROM PRISON! SO WE BE GOING TO GAY WE FOUGHT OUR WAY THROUGH *DOZENS* OF WELL-ARMED GUARDS ...GOT THAT?

WHAT'S GOING ON HERE?

LOOKS LIKE I GET TO SAVE THE GOVERNMENT THE COST OF A HANGING!

NOW THIS BE MORE LIKE IT!

HAR, TAKE THAT, 'EE SCURVY KNAVE!

BLACK PAINT

POK!

THWAKK!

ARRG!

BLACK PAI

HUH?

I DON'T BELIEVE THIS!

AAAAA!

WE FOUGHT OUR WAY THROUGH TWENTY GUARDS, YOU GOT THAT, MATE?

OH, I'D HAVE SAID TWENTY-FIVE AT LEAST!

THIS TUNNEL WAS DUG BY BILLY GULCH. IT TOOK HIM TWENTY YEARS. THE DAY BEFORE HE WAS GOING TO USE IT THEY *PARDONED* HIM ...POOR GUY NEVER GOT OVER IT!

MEANWHILE, IN THE PRISON GROUNDS, CAPTAIN PLUNDER'S CREW HAVE MADE A DISCOVERY...

WE'VE FOUND IT, LADS! THIS HAS GOT TO BE *GULCH'S* TUNNEL!

CAPTAIN PLUNDER IS AS GOOD AS RESCUED!

NEXT ISSUE: *IN THE DARK!*

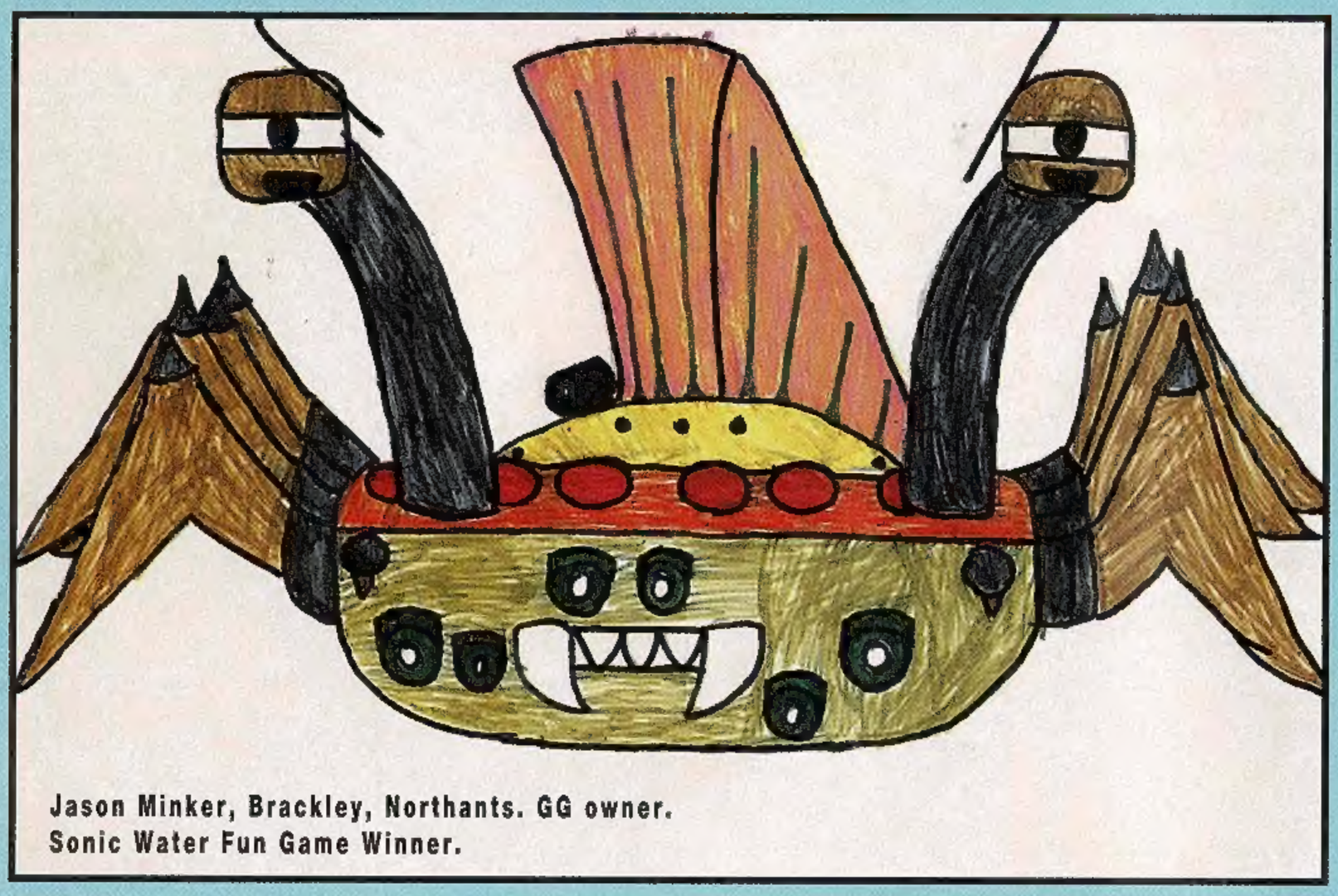
SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Never Mind the Badniks! This one's turned punk!



Jason Minker, Brackley, Northants. GG owner.
Sonic Water Fun Game Winner.

Cap'n Tails, me hearties!

Martin Conway, Cambridge. MD/MS owner. Sonic Water Fun Game Winner.

Raging Gaels!

Dear *STC*,

It wouldn't surprise me if Doctor Robotnik had a touch of Celtic blood in his veins. After all, he's a short-tempered red-head who shouts, *and* has been caught wearing a kilt on this very page!

Hamish Bryant, Kilwinning, Scotland. MCD/MD owner. Sonic Water Fun Game Winner.

Surely you're getting mixed up with LuLu, Hammy?

Sharpshooter!

Dear *STC*,

Despite numerous attempts to get my Mega Drive up and running, I've come to the conclusion that you have to be a qualified engineer. The novelty of putting the instruction manuel back in the box after another unsuccessful assault is wearing thin!

J. P. Sharpe, Belfast, N. Ireland. MD watcher.
Sonic Water Fun Game Winner.

Perhaps, you should put your glasses on next time, J.P.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

WHAT'S 50 AND COVERED IN TATTOOS?

STC'S NEXT ISSUE ...

FREE GIFTS!

THEY'RE A G.A.S.!

(GOLD AND SILVER!)

PLUS

SONIC!
METALIX MAYHEM!

SHINOBI!
COMBATS THE ELEMENTS!

TAILS!
THERMAL WARMING!?

AND

CAPTAIN PLUNDER!
SLINGS HIS HOOK!

SONIC & KNUCKLES!
Q & A SPECIAL!

STC 50 - A 24 CARET ISSUE!
ON SALE SATURDAY, 15TH APRIL 1995
£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 49 OF STC?

☐ %

AQUAZONE

NEW

...Calling AQUANAUTS
Crystals ahead.....
.....But watch out
for AQUASHARKS....
.....

★ 6115
Aquashark
Dart

★ 6155
Aquashark
Barracuda

★ 6175
Aquanaut
DSRV II

★ 6195
Aqua Dome 7

★ 6125
Aquanaut
Octopod

© LEGO and the LEGO SYSTEM logo are exclusive trade marks. © 1995 LEGO Group 923961/95-INT.

Join the LEGO Club for only £4.95!
Call 01978 296290 for an application form.

LEGO SYSTEM

★ NEW